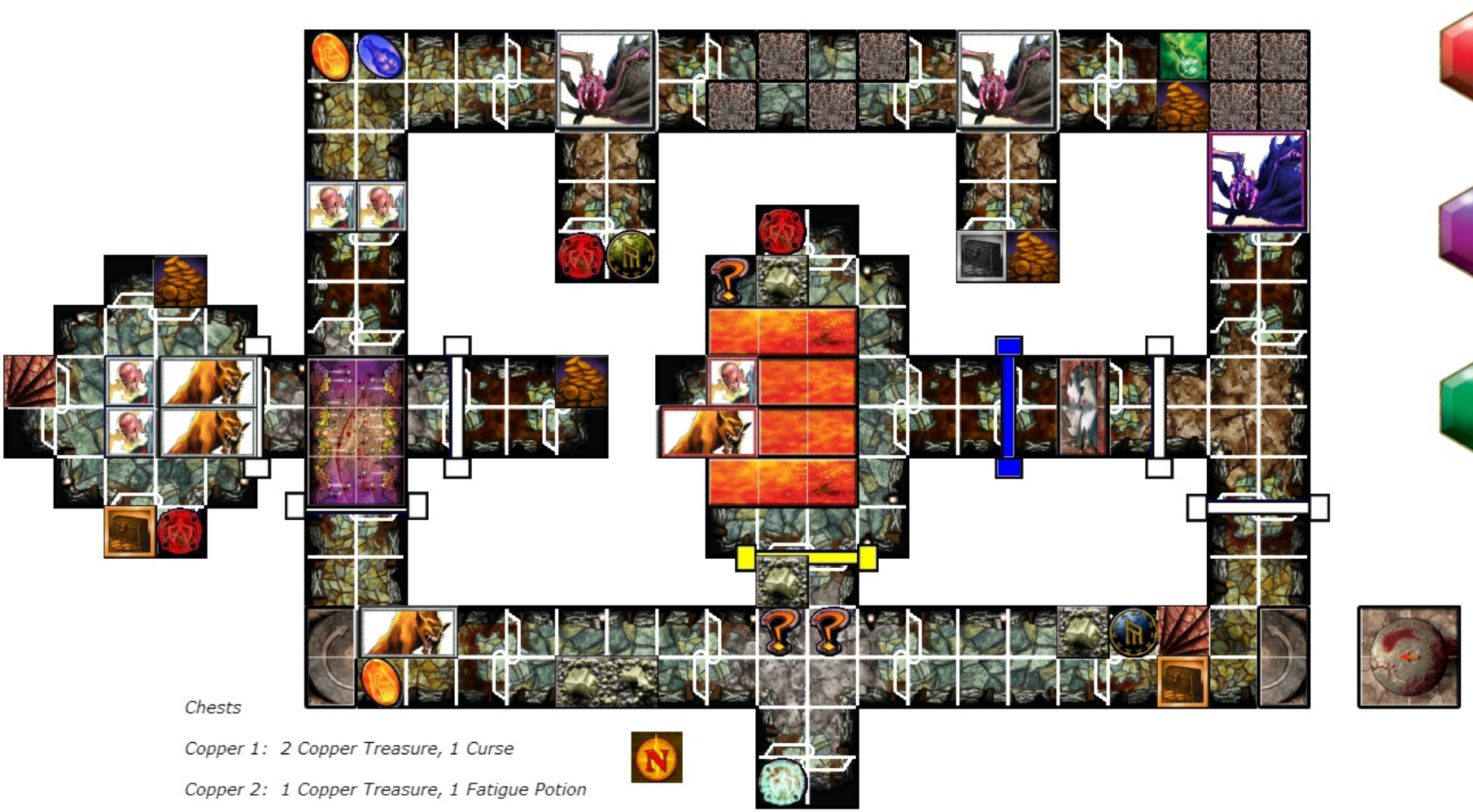

Chests

Copper 1: 2 Copper Treasure, 1 Curse

Copper 2: 1 Copper Treasure, 1 Fatigue Potion

Copper 3: 1 Conquest Token, 1 Copper Treasure, 1 Invulnerability Potion, 1 Vitality Potion, 2 Curse

Silver 1: 1 Silver Treasure, 100 GP

Silver 2: 1 Silver Treasure, 1 Power Potion, 2 Curse

Silver 3: 1 Conquest Token, 200 GP, 1 Curse

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The Old Man's Inn

By Kalidor

Scenario Background

In the remote cottage of Hansfourd, a seldom used Inn has been overrun with evil. A sadistic Sorceror has taken up ground here and turned the place into a death trap!
The old man who stands before you, withered and gasping for breath, begs you the respect and service due to an old adventurer such as he.
You pity the elderly man, as he is clearly on his last leg...

"I've lead a long, prosperous life...but my days are now nearing an end. I have but one keepsake that I wish to depart this world with. My love's brooch. The fiend, Alakhan has stolen my Inn...for which I do not care...but the brooch lies inside. It is unkown to him, for it has no special powers...I just treasure it for the memories it affords me."
The old man wells up and pauses. He gathers himself for a moment to continue.
"Anything else you find inside is yours to keep; I care not for any of it. But the clasp...please, return it to me by sunset. I fear I have little time and wish to have it by my side when I pass into the next life, the next world..."
The old man breaks down a sobs softly. You can't help but feel for the former adventurer and gather your resolve to assist the man in his time of need and fagility.
You kick open the Inn's door and go to work!

Mission Goals

Kill Alakhan, survive the cursed Inn with the old man's artifact in hand and return it to him via the front door!
You must complete this by the time the OL runs out of cards in his draw stack!
You start the game with 6 conquest tokens. If you lose all of them or if the OL cannot draw a card from his OL deck, you lose the game.

The Foyer

The Inn's foyer is non-descript in most of it's appearance. Some of the chairs and tables set about have been damaged and thrown in a corner. The only thing not out of place or ajar is a wonderful, ornate tapis in the center of the floor.

The carpet in the center of the antechamber is on pressure swich tiles. Any hero stepping on ANY adjacent tile to the trigger will release the rolling boulder.
When the boulder drops, it drops on the ramp to the East, and faces West.

The stairwell leads to Area 3; not technically an "upstairs/downstairs", but a secret passage...It costs 1 standard movement point to "appear" at the other passage entrance. You have no line of sight from the space or into the space.

The Dart Field!

The hallway extends along the west-side of the Inn in a typical fashion. There is a door to your right and left; rooms concievably...
It appears the hallways turns towards the east up ahead.
A few feet ahead of you, two young wizards stand speaking to each other in hushed tones as you open the door. They turn to you with mild surprise and begin chanting in foreign tongues.
Above this hissing, you hear some growling to the west.
You must be careful!

Important: The Web Tokens strewn about this hallway have special rules. (Use the lingering effects tokens and simply place them as obstacles).
They do NOT block line of sight.
They do NOT block movement, but for each movement point spent, the Hero must also spend a point of fatigue.
The Spiders do NOT suffer this penalty; all Heroes and other creatures, spawned or present, do .

The Secret Room

A larger room, probably for nobles, lays in fairly good shape as far as the dilapidated Inn goes.
Some trinkets lie strewn about, discarded by the pair of sorcerors who stand diciplining their pets in the center of the room.

Important: The stairwell here is not an "upstairs/downstairs", as mentioned earlier. It is a secret passage. It costs 1 standard movement point to "appear" at the other passage entrance. You have no line of sight from the space or into the space.

If the Heroes used the Secret Passage to get into this room, they have surprised their foes!
One (and only one) Hero gets an extra 1/2 action for this turn only.

The Blades...

Not so much a room as a death trap! Blades whir within the floor and impede your passage. You must be careful!

Important: The Heroes may get passed the blades as per the standard Scything Blades rules.
These blades, however, are poisoned as well.
The first (and only the first) Hero that gets hit by them takes 2 Poison counters, well.

The Old Man's Room

The Old Man's room is aflame!
The sadistic wizard who has stolen the man's subsitence has begun to torch the Inn from the inside!
Above the shimmer and heat of the flames, a sparkle in the NW corner of the room catches your eye, amidst the pile of debris.

Important: The Master Sorceror is Alakhan. He is a standard master with the additional abilities:

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He has +4 wounds per Hero.
He has +1 armour.
He ignores the lava's ability and is immune to burn.
He ca use a one-time (once per game) effect of teleportation. He can, before moving, choose any space, within his line of sight, and appear there. This uses all of Alakhan's movement points.

Alakhan's pet is Grimgore.
He is a standard master with the additional abilities:
He has +1 wound per Hero.
He has +1 armour.
His breath is rolled with 1 additional black die per Hero (up to the maximum of 5 allowed).

Once the Heroes have the Brooch, they can flee to the starting glyph as long as they have also killed Alakhan.
If Alakhan still lives, after the Heroes have the brooch, none of the glyphs will suddenly work.
EVERY Hero needs to make it out of the starting glyph for the Heroes to succeed.
Killing Grimgore is of no importance to the quest goals.

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